

①
SORRY BUT I DO NOT YET OWN A
TYPEWRITER BUT WHAT I FOUND I
FEEL IS OF IMPORTANCE SO I AM
WRITING THIS LETTER.

THE MACHINE I OWN HAS:
MODEL NO. BA 1000
SERIAL NO. 4217

CALL ONE OF THESE NUMBERS
6579 TO 6584 NOW TRY WITH ()
AND OR DIFFERENT AMOUNTS OF
SPACES BETWEEN CALL AND THE
NUMBER.

NOW CLEAR DO NOT RESET
ENTER THIS PROGRAM:

```
10 CLEAR
20 8(0) = 246
30 8(1) = 202
40 8(3) = 133
50 8(9) = 206
60 8(514) = 106
70 8(1282) = 137
80 BC = 139
90 FC = 57
100 BOX 0, 0, RND(100), RND(30), 2
110 BOX 0, 0, RND(120) + 20, RND(30), 1
120 GOTO 100
```

COUNT THE COLORS ON THE SCREEN!!!

TRY THIS ONE:

RESET

```
10 CLEAR
20 BC = 56; FC = 134
30 8(9) = 84
40 8(1) = 96
50 8(0) = 205
60 LINE RND(120) - 60, RND(60) - 30, 3
70 8(778) = KN(1) + 128
80 8(778) = 180
90 GOTO 60
```

NOTICE THE SCREEN CAREFULLY!!!

(2.)

HERE IS A CRAZY ONE:

RESET

A=1722

10 B(9)=204

20 B(1282)=96

30 B(0)=73

40 B(1)=57

50 B(512)=205

60 BC=56

70 FC=134

80 NT=1

90 A=A+1; B=A; GOSUB 110

100 GOTO 90

110 CX=0; CY=0; PRINT B; CALL B;

STOP; RETURN

NOW PRESS WORDS RUN GO

DISREGARD WHAT YOU SEE NOTE ①

PRESS WORDS RUN GO

DISREGARD WHAT YOU SEE NOTE ②

PRESS WORDS RUN GO

NOTICE THE DISPLAY ON THE

SCREEN AND ALSO THE COLORS

NOTE ① NOTE ②

IF YOU STOP HERE AND WRITE A PROGRAM IT WILL RUN PERFECTLY NORMAL.

IF YOU THEN LOAD THE PROGRAM ONTO CASSETTE RESET THEN LOAD CASSETTE INTO MACHINE IT WILL BE BACK TO NORMAL PRINT.

THIS CRAZY PRINT APPEARS AT ALOT OF CALL NUMBERS.

ONE LAST ONE:

CALL 2193 OR (2193)

YOU WILL GET THE CALCULATOR WITH A RANDOM TONE OR NOISE AND IT WILL FUNCTION NORMALLY WITH OUT THE OVERLAY.

3 WEEKS AGO ⁽³⁾ I STARTED CALLING
ALL NUMBERS STARTING AT 0 TO
32767 I AM NOW AT 4000. ONCE
I AM FINISHED I WILL SEND IN
A LIST OF ALL INTERESTING AND
USABLE CALLS. (USABLE CALLS ARE
CALLS THAT ONCE COMPLETED
DO NOT LOCK UP THE KEYBOARD
BUT GO TO THE NEXT LINE)

I HAVE NOTICED THAT IF YOU
CALL UP SOMETHING IN A PROGRAM
AND RUN IT MORE THAN ONCE IT
WILL CHANGE THE WHOLE PROGRAM
AND MAKE IT USE LESS. IN ORDER
TO USE CALLS IN A PROGRAM YOU
HAVE TO CALL YOUR DESIRED
NUMBER(S) THEN CLEAR (NOT RESET)
PUT IN YOUR PROGRAM WHICH HAS TO
INCLUDE $\&(9)=N$, $\&(0)$, $\&(1)$, $\&(3)$,
 $\&(514 \text{ OR } 512)$, $\&(1282)$ AND OF COURSE
 $BC+FC$ TO REVEAL THE EFFECTS

4.
CALLED UP AND TO SET THE
COLLORS.

ONCE I AM FINISHED WITH THE
CALL LIST I WILL WRITE AGAIN.
MAY IN 4 MONTH TIME. TILL THEN
HAVE FUN.


DIETER HEINEMANN